

Nygel Lopez

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Experience

Flipp Corp.

May 2017 - August 2018

JR. SOFTWARE ENGINEER - ANDROID

- Worked as a member of an agile-driven team to develop one of the most popular shopping apps on the Play Store, with over 10 million downloads.
- Collaborated with various UI/UX designers to modernize the Browse feature, making it more consistent with Material Guidelines, increasing user engagement and clickthrough rates by 10%.
- Wrote unit and instrumentation tests using the Espresso and Mockito frameworks, increasing automation coverage by over 25%.
- Implemented various design feedback to increase visibility of the Search Feature, resulting in a 50% increase in first-time search usage.
- Fixed a lot of tracking and analytics bugs, increasing potential engagement revenue by at least 5%.
- Implemented an in-app ratings prompt, resulting in an over 10x increase of Play Store ratings from users, increasing our average rating from 4.2 to 4.6.

Education

University of Toronto

Toronto, Ontario

BACHELORS OF SCIENCE IN COMPUTER SCIENCE, MINOR IN MATHEMATICS

Sept. 2014 - April 2019

- Overall GPA: 3.44

Projects

Reminder Android App

PROJECT CREATOR

- Developed an Android application using Android Studio that allows users to add notes and alerts.
- Uses Loader API and ContentProviders, along with SQLite databases to store and load data, allowing quick queries, as well as ensuring responsiveness and data consistency.

Warehouse Wars MMO

PROJECT CREATOR

- Developed an online MMO that allows players to escape from and kill monsters by using the scattered boxes around the arena.
- Uses JQuery to handle AJAX requests to the backend. Front-end rendered with HTML5 Canvas and includes gyroscope controls for improved mobile responsiveness.
- Back-end implemented using Express and MongoDB, along with ws to enable multiplayer functionality.

I Wanna Be The Hero

PROJECT CREATOR

- Developed a 2D Platform game based on the popular indie game I Wanna Be The Guy.
- Programmed only using Java's built-in libraries; the game is run completely on custom unit collision and physics, akin to Mario-style physics.
- Uses a double buffer for drawing in order to ensure responsiveness and little to no tearing or stuttering.

Skills

Computer Languages Java (Expert), JavaScript (Proficient), Python (Proficient), PHP (Familiar), HTML/CSS (Proficient), C (Familiar)

Version Control Subversion, Git

Databases OracleSQL, PostgreSQL, MongoDB

Tools and Frameworks IntelliJ IDEA, Android Studio, IDLE, Shell, jQuery, Bootstrap, Express, Espresso, Mockito